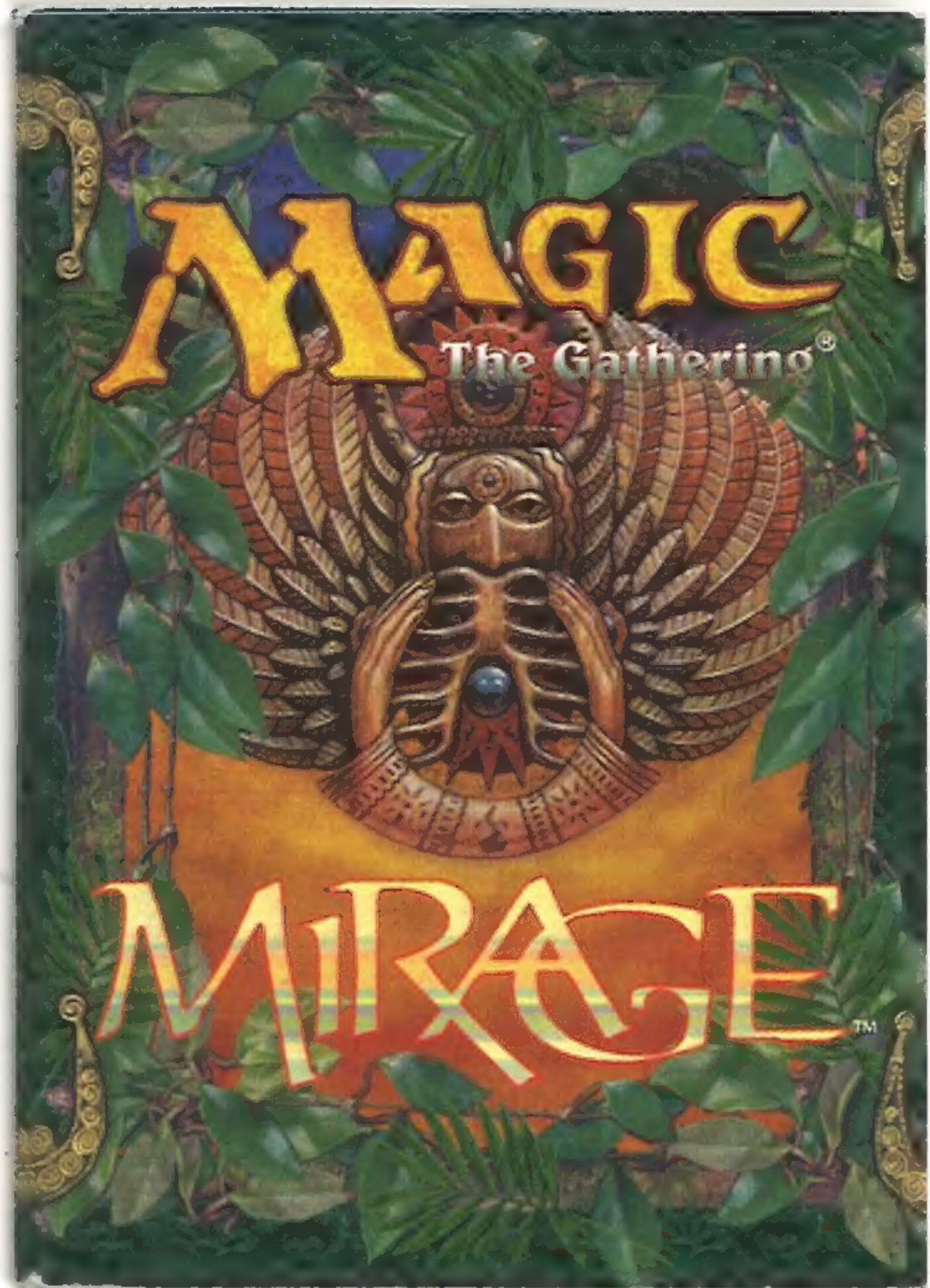
MAGIC
The Gathering®
MIRAGE™

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Rulebook 2 June 1996

Fetch the pestridder, Paka—it's the legal text!

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On Dominaria lies the lush continent of Jamuraa, a land filled with peoples and creatures that thrive in the rich, tropical climate. The majestic civilizations within boast magical traditions dating back countless centuries. Beneath the burning sun, what power can you draw from the potent forces of *Mirage*™?

Introduction

About *Mirage*

Welcome to *Mirage*, the latest **Magic: The Gathering**® expansion and the second stand-alone set. Like other **Magic** expansions, *Mirage* is completely compatible with **Magic**, with new artifacts, creatures, and spells to use in your duels. Because it's a stand-alone expansion, you can also play *Mirage* by itself, without any other **Magic** cards. This gives you playing flexibility as well as an exciting new environment to explore.

Rulebook Construction

This rulebook isn't meant to introduce new players to **Magic**. Instead, it's more a reference for those already familiar with the game. If you're just learning how to play using the rulebook, we recommend that you learn from a **Magic: The Gathering** Quick Start™

set or see our website at http://www.wizards.com. See "Getting Help," p. 63, for our customer service information.

Additionally, the rules in this rulebook contain revisions from the Fourth Edition™ *rules.* For a summary of these changes, see "Revisions to *Fourth Edition* Rules," p. 2. The date of this version of the rules can be found below the credits inside the front cover of the rulebook.

This rulebook is divided into four sections.

Section I: New Rules explains what's new in the rules, both for *Mirage* and for the basic rules of the game.

Section II: The Main Rules details most of the rules that are actually needed during play.

Section III: Exploring the Rules describes some of the nooks and crannies of the rules, for more advanced players.

Section IV: Game Support is where you'll find the contact information for questions and comments.

Following Section IV is a glossary of common terms. The first time any of these terms appears in the text, it's printed in green.

Section I: New Rules

Additional Rules for *Mirage*

Mirage introduces the following additional rules.

Flanking: Flanking is an ability that gives an advantage to attacking creatures. Whenever a creature without flanking is assigned to block a creature with flanking, the blocking creature gets -1/-1 until end of turn.

EXAMPLE: Bob attacks Sue with a Mesa Pegasus (1/1, banding) and a Mtenda Herder (1/1, flanking) and forms them into a band. Sue assigns her Grizzly Bears to block the Herder; because the Bears doesn't have flanking, it gets -1/-1 until end of turn. She also assigns a Scryb Sprites to block the Pegasus, but the Sprites doesn't get -1/-1 until end of turn, as it was assigned to block the Pegasus rather than the Herder.

Phasing: Phasing causes permanents to enter and leave play on their own.

When a permanent phases out, it leaves play and is set aside, much as if it had been removed from the game. Any enchantments on the permanent phase out along with it. The permanent also keeps any counters it has as well as any permanent changes that have been made to it. Otherwise, all effects that depend on the permanent being in play or that apply to it while it's in play end immediately. All damage on it is removed, and because it's considered out of play, any effects scheduled to affect it at end of turn are ignored.

A permanent that's phased out will phase in (that is, return to play) at the beginning of its controller's next untap phase. Note that it might or might not enter play under the control of that player, as only effects that gave control of it to someone permanently will

remain on it when it phases out. When a permanent phases in, it enters play tapped if and only if it was tapped when it phased out. (In other words, it enters play tapped as appropriate instead of entering play untapped and then becoming tapped.) Effects that would normally trigger as the permanent comes into play are ignored. Permanents phase in without summoning sickness.

A permanent with phasing phases out automatically at the beginning of its controller's untap phase, at the same time as other permanents would be phasing in. It doesn't phase out on the turn in which it phased in.

If a token phases out, it's removed from the game entirely, because it has left play.

Revisions to *Fourth Edition* Rules

In the interest of improving and simplifying the game of **Magic**, we've made some revisions to the basic rules since *Fourth Edition*. Those changes, reflected in this rulebook, are summarized here for players already familiar with the *Fourth Edition* rules. For a fuller explanation of these rules, see the referenced pages.

Mana

See "Mana and the Mana Pool," p. 8.

Mana Sources: Introduced the concept of "mana sources." Everything that previously provided mana as an interrupt is now considered a mana source and can't be interrupted or countered.

Mana Burn: Mana burn now includes loss of life again.

Generic Mana: Introduced the term "generic mana." This is the term now used to describe costs that can be paid with any type of mana. Generic mana costs are represented by a number in a gray circle.

Abilities

"Pumping Up" Abilities: Abilities can no longer be "pumped up." When you play an ability, you can now pay its cost only once, generating its effect only once each time it's activated. (See "Paying Costs," p. 32.)

Protection: Expanded the definition of protection. A creature can now have protection from anything, not just colors. (See "Protection," p. 21.)

Landhome: Introduced the term "landhome." This is the term now used to descridethe group of abilities that (1) keep the creature with the ability from attacking unless the defending player controls a land of the appropiate type, and (2) cause the creature to be buried if its controller controls no lands of the appropiate type. (See "Landhome," p. 17.)

Granting an Ability Twice: Giving something an ability it already has is now cumulative with its old ability. (See "Resolving Effects," p. 27.)

Special Costs: Moved specials costs to be included in the activation cost. Now, everything that follows an ability's activation cost is an effect, not sometimes a cost. (Previously, any ability with a special cost was written in a "do X to do Y" format, where doing X was the ability's special cost.) (See "Paying Costs, " p. 32.)

Interrupts

See "Interrupts," p. 38.

Interrupts That Target Spells and Effects: Such interrupts are now limited to only targeting the spell or effect they interrupt. These interrupts are played in batches, just as instants and other effects are. Finally, every spell or ability (except mana sources) may be interrupted.

Interrupts That Don't Target Spells or Effects: Such interrupts are now played using the same rules as instants. In other words, they must be added to a normal batch of effects and may not interrupt another spell or ability.

Damage and Damage Prevention

See "Damage Prevention," p. 44.

Packets of Damage: Damage is now organized into "packets." Damage dealt to the same creature or player by a given effect or other source consolidates into a single packet.

Triggering Damage Prevention: Only damage leads to damage prevention Neither destroying or burying something nor reducing a creature's toughness to 0 now leads to a damage-prevention step.

Damage-Prevention Timing: Damage and toughness reduction are no longer delayed. Damage prevention follows each resolution or damage-dealing step, although triggered effects are handled first. Damage prevention now occurs after each triggered effect as appropriate, not after each series of effects.

Damage-Prevention Targeting: You can no longer use damage-prevention effects if there are no packets to target, even if the effect prevents 0 damage.

Damage-Prevention Effects: The list of "damage-prevention effects" has been simplified. The effects that are specifically licensed during damage prevention are (1) those that prevent damage, (2) those that redirect damage, and (3) those that are usable only when someone or something is damaged (such as Eye for an Eye).

Regeneration and Burial

See "Regeneration," p. 15.

Using Regeneration: Regeneration is now a specialized effect. It

can be used whenever a creature would be killed due to lethal damage or destroyed.

Regeneration and Damage: Removed the "ignores the damage" rule about regeneration. Regenerating a creature simply removes all damage it has suffered.

Regeneration and Combat: Regenerating a creature now removes it from combat.

Burial: Burial now prohibits any kind of salvation. Burying something means that you can't prevent it from entering the graveyard at all.

Other

"Play or Draw": Implemented the "Play or Draw" rule. Whoever takes the first turn skips his or her first draw phase. (See "Beginning a Duel," p. 46.)

Phases: Removed the "end" phase and replaced "heal creatures" with "cleanup." Effects that occur at the beginning or end of a phase are now treated the same as other specialized effects. Thus, the active player's effects must go off before the opponent's. (See "Cleanup," p. 47.)

End of Turn: Reversed the order of "until end of turn" and "at end of turn." Effects that happen at the end of the turn now occur after effects that last until the end of the turn have ended. (See "Cleanup," p. 47.)

On the Way to the Graveyard: Removed the concept of something being "on its way to graveyard." Creatures that have had lethal damage assigned to them can be sacrificed normally, as can permanents that are being put into the graveyard. (See "Sacrifices," p. 26.)

Activated Triggered Effects: Any effect that triggers on an event may be played as appropriate, even if the source of the effect is no

longer in play by the time you would pay for it. For example, if an artifact triggers when an artifact is put into the graveyard from play, you may use its ability when the artifact itself is put into the graveyard, even though it won't be in play when you would pay for the ability. (See "Specialized and Triggered Effects," p. 40.)

Combat Damage: Introduced the term "combat damage." This term refers to damage that's dealt during the damage-dealing steps of combat. For example, Fog shuts down only combat damage. (See "The Attack," p. 48.)

Legendary: Expanded the definition of "legendary." Artifacts and enchantments can now be legendary, just as lands could before. "Legendary" creatures are still referred to as "legends." (See "Legendary Cards," p. 55.)

Section II: The Main Rules

The First Rule of Magic

Occasionally, a card's effect contradicts the rules. In these cases, the card text always takes precedence.

The Types of Cards

Each card has a card type, which is given underneath its art (see the card diagram below). The first type of card is land; you may play one land during each of your turns without interference. All other types of cards are spells, which are cast from your hand and may be countered by other effects. Certain types of spells remain in play as permanents if they're successfully cast; these include artifacts, artifact creatures, enchantm ents, and summon spells. The other types

Card Name: Each creature has a name. This creature is a Hurloon Minotaur.

Card Type: This description indicates the specific category of creature being summoned by the spell. In this example, a Minotaur is being summoned.

Text Box: The abilities of the card are described here. The text box might also have flavor text, printed in italics. flavor text simply provides background on the card and doesn't impact play. The Hurloon Minotaur's text box has only flavor text in it.

Art: The artwork depicts what the card represents.

Casting Cost: This is the cost associated with playing this creature.

Card Background: The colored background is a reminder that creatures are spells. The Minotaur has a red background and is therefore a red creature.

Power/Toughness: This is a rating unique to creatures. It denotes numerically how strong a creature is for attacking or defending. A creature's power represents how effective it is at killing your opponent, and its toughness represents how hard it is to kill it.

of spells take effect once and are then put into the graveyard; these include instants, interrupts, mana sources, and sorceries.

Color

There are five colors in **Magic**: white, blue, black, red, and green. Every card in **Magic** has a color definition, which describes it as having one color, many colors (in which case it's said to be multicolored), or no color (in which case it's said to be colorless). Any effect that changes a card's color definition replaces the old color definition with a new one.

EXAMPLE: Thoughtlace changes the color of a target permanent or spell to blue. As soon as it takes effect, it throws away its target's current color definition and replaces it with "blue." Since it's indifferent to the target's previous color definition, it changes a colorless target to colored (blue) and reduces a multicolored target to just one color (blue).

When cards refer to the color of damage, they're really referring to the color of the *source* of the damage. The color of damage is always defined by the color of its source, even if another effect increases the amount of damage dealt by the source.

EXAMPLE: Bob's Grizzly Bears (2/2, green) is enchanted with Holy Strength (white), which gives it +1/+2. Any time the Grizzly Bears deals damage, it deals 3 damage, all green.

Mana and the Mana Pool

Few spells or abilities are free to use; most have costs, which generally consist of one or more mana. Mana is generated by various spells and permanents, collectively referred to as mana sources. Mana sources may be played whenever you need mana to play an effect that's legal at the time. Using mana sources can't

be interrupted as other spells and abilities can. Instead, they simply add the appropriate mana to your mana pool.

When mana is produced by a mana source, it's added to your mana pool; it's then taken out of that pool to pay for things. Therefore, it's possible to generate a lot of mana all at once and then spend that mana on several spells and/or abilities.

You can't store mana in your pool indefinitely, however. Whenever a player's life total is checked (at the end of a phase and at the start and end of an attack), she must first check to see if she has any mana left in her mana pool. Any player with mana in her pool at this point loses that mana and an equivalent amount of life. This is known as mana burn. As with other loss-of-life effects, mana burn can't be prevented or redirected.

EXAMPLE: Bob decides to play Terror on Sue's Serra Angel, but he has only one land (a swamp) available, so he plays Dark Ritual. This adds {B}{B}{B} *to his mana pool, and he spends* {B}{B} *on the Terror. If he can't spend the third* {B} *before the end of the phase, he'll lose that mana and 1 life.*

Each mana has its own color definition, which describes the sort of costs that mana can pay for. Each of the five colors has a mana symbol associated with it: {W} (white), {U} (blue), {B} (black), {R} (red), and {G} (green). Every cost that includes mana will use one or more of these mana symbols and/or the generic mana symbol, which is a number inside a gray circle (such as {1}). For example, a cost of one blue mana and two generic mana would be written as {2}{U}. Generic mana costs may be paid with any type of mana, including colorless. There's no symbol for colorless mana.

The color of a spell is defined by the color(s) of mana required in its casting cost, though spells other than artifacts also have a

background matching their color to help in identifying which color they are. Spells that become permanents "inherit" the spell's final color definition.

Permanents

There are four types of permanents: lands, creatures, artifacts, and enchantments. Lands are the only type of permanent not created by spells. Lands generally serve to produce mana but might instead or additionally have other abilities.

Creatures form your armies and are generally used to attack your opponent. Many creatures have special abilities, and some are more valuable for their abilities than for their power and toughness. Creatures can't attack or use abilities that require tapping them as a cost the turn you gain control of them.

Artifacts and enchantments may have a general effect on the game, or they may have an ability which only you can use. Local enchantments are played on other permanents and affect only that permanent. Global enchantments, and all artifacts, are simply put into play in your territory. Artifacts don't function while tapped unless they also count as creatures and/or lands.

Certain permanents count as more than one type of permanent. Such permanents count fully as each type and are subject to effects that apply to each. Artifact creature spells, for example, become permanents that are treated as both artifacts *and* creatures.

Once a permanent is in play, it remains in play until an effect removes it from play (or, if it's a creature, it takes lethal damage). *Permanents don't require a cost to be paid each turn to maintain them in play.* The usual way of removing a permanent is to destroy it or to bury it. Either of these methods puts the permanent into the graveyard; the former may be prevented by effects such as

regeneration, while the latter can't be prevented by any means. Other effects may return a permanent to its owner's hand, remove it from the game, or otherwise remove it from play.

Every permanent has a controller, who decides when to use its abilities (assuming there's a choice), when to attack or block with it, and so on. A permanent enters play under the control of whoever played it. Other effects may change who controls it, in which case it's moved to the territory of its new controller. Whenever card text says "you" or "your" or speaks in the imperative, it's referring to the card's controller.

Most permanents have one or more special abilities. Some of these abilities are continuous, or constantly in effect. Other abilities are played as fast effects, following rules similar to those for playing spells. Still others are triggered effects, which are played when a certain event occurs, or are specialized effects, which may be played only at certain times (see "Specialized and Triggered Effects," p. 40).

Continuous abilities are always "on," regardless of whether you want the ability to be in effect at any given moment. Usually, the only way to stop such an ability is to remove the permanent from play. Remember, however, that some effects apply only in certain situations—only as long as you control any forests, for example—and that artifacts generally "shut off" when tapped (see "Artifacts," p. 12).

Many abilities may be played as you choose. These abilities default to being played as instants, except for tapping lands for mana, which defaults to being played as a mana source. Abilities that are used as desired are generally written in the format of "cost: ability," and you must pay the cost in order to play the ability. The "cost" is referred to as the ability's activation cost. These abilities may be used while the permanent is tapped unless the ability includes tapping the permanent in the cost (marked by the ⟳ symbol) or the permanent is an artifact (see "Artifacts," p. 12).

Tapping and Untapping

Various actions will cause a permanent to become tapped; typical examples include tapping a creature to attack and playing an ability that taps a permanent. A permanent that becomes tapped remains tapped until an effect untaps it; often, it can't be used until it becomes untapped. At the start of your turn, all of your permanents untap.

Lands

There are five types of basic land, each of which produces a different color of mana: plains (white), island (blue), swamp (black), mountain (red), and forest (green). Any land that has one of these words as its entire name is a basic land of the appropriate type. Any land that counts as one of the basic land types produces mana of the appropriate color; for example, mountains produce .

Lands with names other than these five are special lands and have abilities as described on them. Note that special lands don't provide mana unless they say that they do and that they don't count as basic lands or basic land types unless noted otherwise.

Whenever a land produces mana, it does so as a mana source.

Artifacts

Artifacts "shut off" while they're tapped. None of their abilities will work, whether those abilities are continuous abilities, fast effects, or specialized effects. Any phase costs of the artifact, however, will continue to function normally.

The rule about "shutting off" doesn't apply to artifacts that also count as creatures or lands; the rules concerning the other type(s) of permanent take over in these cases.

Creatures

When a creature deals damage in combat, it deals an amount of damage equal to its power. If a creature suffers an amount of damage equalling or exceeding its toughness during a single turn, it has taken lethal damage and is put into the graveyard. If an effect causes a creature's power to drop to less than 0, consider the power 0 for all purposes except that of raising or lowering it. Whenever a creature's toughness is reduced, check that creature to see whether its accumulated damage for the turn equals or exceeds its new toughness; if so, the creature dies. Thus, if a creature's toughness drops to less than 1, it dies automatically. Note that regenerating a creature with a toughness of 0 or less is generally pointless, as regenerating it won't change its toughness.

If an effect changes a creature's power and toughness to specific numbers, this doesn't affect any enchantments, fast effects, or other modifications made to that creature. Only the creature's base power and toughness are affected.

EXAMPLE: Sue plays Giant Growth ("Target creature gets +3/+3 until end of turn.") to make her Durkwood Boars a 7/7 creature. Bob then uses his Sorceress Queen on the Boars, changing its power and toughness to 0/2 until end of turn. The Boars' normal rating of 4/4 thus becomes 0/2, which is then modified to 3/5 by the Giant Growth's effect.

A creature's power and toughness are written in an X/Y format, where X is the creature's power, and Y is its toughness. Any modifiers to a creature's power and toughness will be written in the same format (for example, "+2/+1").

Certain creatures are Walls and can't attack. This includes any creature whose card type is "Summon Wall." Walls are treated like other creatures in all other respects.

If you haven't had control of a creature since the start of your most recent turn (counting the current one), then you can't use any of its abilities with ⟳ in the activation cost, and you can't attack with it. This is referred to as summoning sickness, as it normally applies to a creature you've just summoned, but it applies to all of your creatures regardless of how they came under your control. Note that it's only important whether you've had control of the permanent since the start of your most recent turn, not whether it's been a creature all that time.

EXAMPLE: If Bob gains control of Sue's Bog Wraith, the Wraith will be "sick" once it comes over to Bob's side, and he won't be able to attack with it right away. As soon as he starts a turn with control of the Wraith, however, it's no longer sick, and he can attack with it that turn.

EXAMPLE: Sue begins her turn with a Rod of Ruin and an Amulet of Kroog in play. She then plays Titania's Song, which turns all artifacts in play into creatures, with the side effect of wiping out their special abilities. Because she's controlled the Rod and the Amulet since the start of her turn, she can attack with them this turn; the fact that they weren't creatures the whole time isn't important.

Every creature has a creature type, or category. Certain effects search for creatures of a given type, just as they might search for lands of a given type. A summon card's creature type isn't defined by its name, but by its card type, and sometimes by its card text. On the Hurloon Minotaur, for example, having "Summon Minotaur" as its card type indicates that the creature type is a Minotaur. Artifact creature spells don't have creature types unless their card text says otherwise.

EXAMPLE: Wall of Spears is an artifact creature, so normally it wouldn't have a creature type. However, it says "Counts as a Wall" in its card text, so it's actually a Wall creature type.

The plurality of creatures isn't important when checking for a creature type match.

EXAMPLE: Goblin King's ability reads, "All Goblins gain mountainwalk and get +1/+1." Because the plurality isn't important, this ability applies equally to cards that say "Summon Goblin" and those that say "Summon Goblins."

Damage

Certain spells and abilities will deal damage to creatures and/or players. Also, a creature in combat deals an amount of damage equal to its power. Damage that's dealt to a player is simply deducted from his or her life total. Damage dealt to creatures accumulates over the course of the turn. If the damage accumulated by a creature during a single turn is equal to or greater than its toughness, it suffers lethal damage and is put into the graveyard.

Whenever damage is assigned to a creature or player, both players have the opportunity to prevent or redirect the damage during damage prevention (see "Damage Prevention," p. 44).

Regeneration

A creature that's destroyed or suffers damage is put into the graveyard unless it's regenerated, in which case it remains in play. All damage that creature has accumulated that turn is erased. If a creature's been prohibited from regenerating, you can still play effects that would regenerate it, but the regeneration is ignored. A

creature card that's already in the graveyard can't be regenerated.

Regenerating a creature taps it, but as a side effect, not as a part of the cost; thus, tapped creatures can still be regenerated. Regenerating a creature in combat removes it from combat.

A creature that's buried or sacrificed can't be regenerated; nothing can prevent that creature from being put into the graveyard. (For more on sacrifices, see p. 26.)

Creature Abilities

Certain abilities are standard among creatures. Since these abilities are common, they have specific names and are described in the rulebook. It's important to remember that abilities without a cost are continuous and so are in effect regardless of whether you want them to be.

Regeneration: Several creatures have the innate ability to regenerate. If a creature has regeneration and the ability doesn't say what it regenerates, then it regenerates only itself.

EXAMPLE: Wall of Brambles reads, "🌳: Regenerate," so you can regenerate the Brambles for a payment of g, but its ability can't be used to regenerate other creatures.

Power/Toughness Modifiers: A few creatures can increase their own power and/or toughness. Such abilities typically don't tap the creature with the ability and therefore can be used more than once during a turn. These bonuses usually last only until the end of the turn.

EXAMPLE: Frozen Shade has the ability "🌳: +1/+1 until end of turn." You can increase its power and toughness as many times in a turn as you can afford, but the power/toughness that's generated as a result lasts only until the end of the turn.

Flying: Creatures *without* flying can't be assigned to block those *with* flying. In other words, creatures with flying must be blocked in the air. Creatures with flying can be assigned to block those without the ability, however.

Landwalk: Landwalk is a group of abilities; a creature never has "landwalk," but "islandwalk," "swampwalk," and so on instead. If the defending player controls any lands of the appropriate type, that player can't assign any creatures to block an attacking creature with a landwalk ability.

EXAMPLE: Lost Soul says "Swampwalk." This means that if you use it to attack your opponent when she has at least one swamp in play, it can't be blocked, even by other creatures with swampwalk.

Landhome: Landhome is a group of abilities similar to landwalk. Creatures with landhome can't attack if the defending player controls no lands of the appropriate type. Additionally, any creatures with landhome a player controls are buried if at any time that player controls no lands of the appropriate type.

EXAMPLE: With one island in play, you cast Sea Serpent (5 ♦), a creature with islandhome. The Serpent remains in play normally, although it can attack only if your opponent controls at least one island as well. If at any time you control no islands (if you lose control of your one island or it's destroyed, for example), you must bury the Serpent immediately.

First Strike: There are actually two damage-dealing steps during the attack. During the first step, all creatures with first strike deal their damage; during the second step, all other creatures deal theirs. Any creature killed by first-strike damage is put into the graveyard before the second damage-dealing step begins.

EXAMPLE: Bob's Tundra Wolves (1/1, first strike) attacks and is blocked by Sue's Llanowar Elves (1/1). During the first-strike damage-dealing step, the Wolves deals 1 damage to the Elves, which is enough to kill the Elves. Since the Elves is in the graveyard during normal damage dealing, the Wolves receives no damage. If Sue had blocked with two Llanowar Elves, the Wolves would've killed only one of them and then in the second step would've received lethal damage itself.

Trample: Creatures with trample are able to deal damage to a defending player even if blocked. If a creature with trample successfully deals more damage to a creature blocking it than is needed to kill the blocking creature, the excess damage is dealt to the defending player instead of to the blocking creature. If a creature with trample has no blockers to deal damage to (if all of its blockers were killed after blocking it, for example), it deals all of its damage to the defending player.

EXAMPLE: Your attacking War Mammoth (3/3, trample) is blocked by a Zephyr Falcon (1/1). The Falcon thus receives 3 damage from the Mammoth. Because the Mammoth has trample, the remaining 2 damage is dealt to your opponent instead of to her Falcon.

Because it's damage in excess of lethal damage that "blows through" to the defending player, preventing damage to a blocking creature will reduce or eliminate the damage that blows through, but it won't save that creature. Also, the damage that blows through is redirected to the defending player and so isn't considered to be successfully dealt to the creature.

EXAMPLE: A War Mammoth (3/3, trample) is enchanted with Spirit Link; the Spirit Link's controller gets 1 life for every 1 damage dealt

by the Mammoth. The Mammoth attacks and is blocked by a Grizzly Bears (2/2). Assuming no damage is prevented, the Mammoth deals 2 damage to the Bears and then goes on to deal its last 1 damage to the defending player.

Spirit Link's side effect triggers each time damage is dealt: once when damage is dealt to the Bears (2 damage) and again when damage is dealt to the defending player (1 damage). The controller of the Spirit Link thus gains a total of 3 life.

If a creature receives damage from some creatures with trample and some without, all of the trample damage is applied last, maximizing the amount of damage redirected to the defending player.

EXAMPLE: Sue attacks her opponent with a band of two creatures: a War Mammoth (3/3, trample) and a Mesa Pegasus (1/1, banding). Bob blocks the attack with his Gray Ogre (2/2). During damage dealing, the Ogre is dealt 1 normal damage from the Pegasus and 3 trample damage from the Mammoth. The Pegasus' damage is applied first, so the Ogre takes another 1 damage before it's killed. The Mammoth's remaining 2 trample damage is redirected to Bob.

Banding: Banding is an ability with two distinct features. The first feature allows you to group creatures into bands so that they can attack your opponent with their combined power. The second feature of banding gives you control over the distribution of combat damage.

An attacking band can contain any number of creatures with banding and up to one creature without it. Once a band's been formed, the creatures within the band attack as a unit. If some of the creatures within the band have special abilities, they retain those abilities, but they don't grant them to the others. Once you've finished declaring attackers, you can't form any new bands or break

up existing ones. Creatures with banding aren't required to be part of a band when they attack.

EXAMPLE: If you band a Benalish Hero (1/1, banding), a Mesa Pegasus (1/1, banding, flying), and a War Mammoth (3/3, trample), they can collectively do 5 damage. Two out of the three creatures have a special ability other than banding: flying or trample. These abilities still apply only to the creatures that possess them. Therefore, the Pegasus still flies, but the others don't; likewise, the Mammoth still tramples, but the others don't.

When a band attacks, the defending player has to either block the creatures as one entity or let all of them through. In other words, any creature assigned to block one member of a band automatically blocks the other creatures in the band as well.

Creatures don't form bands when blocking; they have to block individually. For example, if a single Scryb Sprites (1/1, flying) attacks you, your Mesa Pegasus doesn't allow your creatures without flying to block the Sprites.

The second feature of banding applies only during the damage-dealing step. If combat damage is assigned to a group of creatures that includes at least one creature with banding, whoever controls those creatures decides how the damage is assigned to them. Such a group is typically either an attacking band or a group of creatures that blocked the same attacker and happened to include at least one creature with banding. If both players' creatures receive damage during an attack and both players have at least one creature with banding, then each player gets to distribute the damage his creatures received.

EXAMPLE: Bob attacks with a Craw Wurm (6/4). Sue blocks it with two Durkwood Boars (4/4). After declaring blockers, she

uses Helm of Chatzuk to give banding to one of the Boars. Because one of the Boars has banding, Sue—not Bob—decides how damage is distributed to them during damage dealing. The fact that neither one had banding when defense was chosen is irrelevant. Though Sue can pile all of the damage onto one of her Boars, she instead assigns 3 damage to each of them so that neither one dies; Bob's Wurm takes 8 damage from the Boars and dies.

Protection: A creature with protection is largely immune to spells, effects, and permanents with a given characteristic (usually a certain color). This ability is written as "protection from black," "protection from red," and so on, with the characteristic the creature is shielded from listed at the end.

All forms of protection provide an equivalent set of abilities. For example, if a creature has protection from blue,

- blue creatures can't be assigned to block it;
- all damage dealt to it by blue sources is reduced to 0;
- it can't be the target of blue spells, abilities, or enchantments.

Blue spells and effects that don't target anything and don't deal damage are the only things that can get through this protection. Note, however, that creature abilities are active only while the creature is in play; therefore, a blue spell can target the card while it's being cast, in the graveyard, and so on. Finally, because the creature can't be the target of blue enchantments, if a blue enchantment ever ends up on the creature, the enchantment is buried (see Enchantments, p. 22).

Rampage: Creatures with rampage get bigger and bigger as more creatures are assigned to block them. Rampage always has a certain value, written as "rampage X." If more than one creature is assigned

to block an attacking creature with rampage X, that creature gets +X/+X until the end of the turn for each creature assigned to block it after the first.

EXAMPLE: If three creatures are assigned to block Gorilla Berserkers (2/3, rampage 2), Gorilla Berserkers gets +4/+4 until end of turn (that's +2/+2 for each blocker after the first). This makes Gorilla Berserkers a 6/7 creature until the end of the turn.

Enchantments

There are two types of enchantments: global and local. Global enchantments are simply put into play, but local enchantments are played only on other permanents. Every local enchantment targets a category of permanents. Rather than using a phrase such as "target creature" in its text, however, it defines its target in its card type.

EXAMPLE: Unholy Strength's card type is "Enchant Creature," so it targets a creature. Its text reads "Enchanted creature gets +2/+1," which means that the creature the spell was cast on increases its power by 2 and its toughness by 1 as long as this enchantment is on it.

If the target of a local enchantment becomes invalid or leaves play, the enchantment is buried in its owner's graveyard. Changing control of a permanent doesn't change who controls any enchantments played on that permanent.

Some local enchantments say to play them only, or not to play them, on a subclass of permanents. (For example, an enchant creature might specify that it can't be played on red creatures.) Such stipulations are considered part of the enchantment's targeting requirements and will cause the enchantment to be buried if they're invalidated.

EXAMPLE: Hot Springs is an enchant land that directs you to play it on a land you control; it can't target lands you don't control.

Furthermore, if you play Hot Springs and then lose control of the land it enchants, the enchantment is buried, as its target becomes illegal.

Normally, global enchantments (that is, those with only "Enchantment" specified as the card type) don't require targets; they're just played in your territory. There are global enchantments, however, that affect specific targets whenever they're activated. Even though these enchantments ask for a target, they're still considered global and are played directly into your territory, not on their target.

EXAMPLE: Flood is an enchantment that says, "◆ ◆: Tap target creature without flying." This card is played directly into your territory, but it affects a creature without flying every time it's activated.

Ownership

Each player owns the cards he or she starts the game with. Whenever a card is sent to anyone's hand, library, or graveyard, it's sent to its owner's hand, library, or graveyard, as appropriate. Ownership of a card changes only when such a change is indicated on a card. Changing control of a permanent doesn't change who owns it.

Tokens

Certain effects put tokens into play. Tokens represent artifacts, creatures, and so on, and their characteristics are defined by the effects that create them. They can be cards, coins, bookmarks, or anything else; if possible, use something that reminds you what the token represents.

Tokens are treated exactly like any other permanent, except that they aren't cards. The color of a token is defined by the effect that created it and so isn't necessarily the same color as the effect. Since tokens were never spells, their casting cost is assumed to

be 0. If a token enters play as a creature, its creature type is the same as its name. Each token is owned, and initially controlled, by the controller of the effect that generated it. If a token ever leaves play, it's permanently removed from the game; it can't return to play.

EXAMPLE: The effect on The Hive reads, "Put a Wasp token into play. Treat this token as a 1/1 artifact creature with flying." Therefore, once the token's put into play it becomes a 1/1 artifact creature that has flying. If it's put into the graveyard, it leaves the game, but any effects that look for creatures entering the graveyard, such as Creature Bond's, take effect normally.

Counters

In **Magic**, some effects instruct players to add counters to certain permanents. Whenever this is the case, simply put the specified number of counters on the card. Coins, beads, or anything else that's handy can be used as counters. What you use to represent a counter isn't particularly important, so long as the card it's on is easily identifiable as having a counter.

Counters generally serve one of two functions. First, they can be used to mark long-term changes to a permanent, such as giving a creature +1/+1 (not just until the end of the turn, but permanently). In this case, a single counter is placed on the card to remind the players of the change to that permanent. Second, counters are often used for "bookkeeping purposes." A card might enter play with counters or build them up for a while; its controller may then spend some or all of them to pay for an ability.

EXAMPLE: Bottomless Vault is a land you can choose not to untap as normal; if it's already tapped and you decline to untap it, it gains a storage counter. It also has a mana-producing ability, which reads,

"{T}: Remove any number of storage counters from Bottomless Vault. For each storage counter removed, add {B} to your mana pool." Therefore, you get {B} for each storage counter you remove from the Vault as you tap it.

Once a counter's been put on a permanent, it remains there until something specifically removes it or until the permanent itself is removed from play. A counter that has a continuous effect on a permanent is constantly applied to the permanent as long as the effect is relevant. If something happens to the permanent that makes the effect no longer applicable, the counter becomes dormant, waiting for its effect to become relevant again.

EXAMPLE: Mishra's Factory, a land, can become a 2/2 artifact creature for the rest of the turn. If it's given a +2/+2 counter while a creature, the counter will remain on the Factory at end of turn, when it reverts to being just a land. If the Factory becomes a creature again, the counter will still be there, ready to give it +2/+2.

Counters that have the same name are considered interchangeable. For example, all effects that give a player poison counters say that a player with ten or more poison counters loses. Because these counters are all called the same thing, the source of a poison counter isn't important when checking whether a player loses. Also, all poison counters are considered the same for purposes of an effect that removes them.

Note that counters aren't tokens, and tokens aren't counters. Tokens are treated as permanents, while counters are used as markers or reminders that a permanent does something special.

Sacrifices

Certain spells and abilities require you to sacrifice a permanent, either as the cost for playing the spell or ability or as part of its effect. Also, effects often require a sacrifice as a penalty for something or as a cost to keep a permanent in play. A sacrificed permanent is always buried in its owner's graveyard. You can sacrifice only permanents that you control; whether you actually own them is unimportant.

A given permanent can't be sacrificed more than once. Thus, you can't sacrifice the same permanent to pay for two abilities or to pay for the same ability twice. If the spell or effect that called for the sacrifice is countered, you don't get back the permanent that was sacrificed. (See p. 38 for more on countering.)

Sources of Effects

Playing an ability follows the same procedure as playing a spell, with one exception. When you play a spell, the spell becomes the effect; modifying the spell changes what the effect does. When you play an ability, however, the effect that's produced is separate from its source. This means that if something changes or destroys the source, the effect is unchanged. As soon as an ability is played, its effect inherits all the characteristics of the source, such as color. The exact outcome of an effect depends on what's true of the source at the time the effect is played.

EXAMPLE: Bob uses his Brothers of Fire's ability to deal 1 damage to Sue's Black Knight (and 1 damage to himself). As soon as the ability is played, the fact that it was generated by a red creature (Brothers of Fire) is locked into the effect. If Sue responds by changing the Brothers' color to white, the effect is still red, and the damage that results from the effect is still treated as having come from a red source. Even if

Sue responds by killing the Brothers with Terror, this won't cancel the effect already played.

Resolving Effects

Often, the exact results of an effect aren't clear until it resolves, as information about the target of an effect isn't "known" to the effect until then. Thus, changing the characteristics of something in response to a spell or ability can change the results of the effect.

EXAMPLE: Swords to Plowshares removes a target creature from the game and gives the creature's controller life equal to its power. Because the creature's power isn't checked until resolution, changing its power in response to the spell changes how much life is granted.

Effects are always applied to a permanent as it exists at that moment. In other words, if an effect needs to "know" a permanent's type, color, power, and so on, it "looks up" only the current value of the characteristic, not the value the permanent started with. For example, looking up a creature's toughness results in finding its current toughness, after any and all modifiers have been applied. This is why, in the example above, you could affect how much life you gain by changing the targeted creature's power before the Swords to Plowshares resolves.

Certain effects search for everything with a certain quality, such as a color, or type of permanent. Such effects find *everything* with that quality, including cards with similar or duplicate qualities (such as a second color). Conversely, effects that ignore everything with a certain quality don't care what other qualities a card or permanent might have.

EXAMPLE: Battle Frenzy gives all green creatures you control +1/+1 until end of turn, and all nongreen creatures you control +1/+0 until

end of turn. A creature that's both green and red will get +1/+1 until end of turn, because the first part of the effect will be applied to the creature but the second part won't.

Effects that interact with the cards in your hand, your graveyard, and so on state so explicitly; otherwise, effects interact only with permanents.

Spells and abilities that have a continuous effect don't wear off unless they specify that they last for a certain duration, most often "until end of turn." Other effects might be delayed, and typically happen "at end of turn." Effects that last until end of turn wear off during cleanup, before the end of the phase; effects that happen at end of turn happen at the end of cleanup. Effects always end when their subject leaves play.

EXAMPLE: An effect reads, "Change the color of target creature to red." Since the duration of the color change isn't given, it lasts until the target creature leaves play.

Some effects last only until a certain condition is met. An effect that depends on its source remaining tapped is one example, as is an effect that ends if you lose control of its source. If the condition is met after the ability is played but before the effect resolves, the effect ends as soon as it begins.

EXAMPLE: To gain control of Bob's Prodigal Sorcerer, Sue plays the ability of her Rubinia Soulsinger; this effect ends if Rubinia leaves play. In response, Bob buries Rubinia with Fissure. As soon as Sue gains control of the Sorcerer, she has to give up control of it, as Rubinia will have left play already. (Note that even a change of control this brief is enough to give the Sorcerer summoning sickness.)

If a card instructs you to do something, you're forced to do it *only* if you have the resources available (such as mana in your mana pool, untapped creatures, and so on).

EXAMPLE: Lord of the Pit instructs you to sacrifice a creature during upkeep, or the Lord deals 7 damage to you. If you don't have any creatures available, you're not forced to acquire creatures; for example, you're not forced to use an artifact that produces a token creature. If you don't produce a creature to sacrifice, though, you're forced to take the damage.

Some effects exchange a certain type of thing, such as control of creatures. Such effects can't exchange only one of something; if a player can't provide the specified thing to exchange, you can't play the effect. It doesn't matter whether that player is you or your opponent.

EXAMPLE: An effect might direct you and your opponent to each choose a creature and then exchange control of those creatures. If either you or your opponent controls no creatures, you can't play that effect.

Each new effect that resolves is applied after any existing effects. Thus, it's possible for one effect to override another. If an effect gives a creature flying and a later effect removes flying from it, for instance, the result is a creature without flying.

EXAMPLE: Two Phantasmal Terrains (which turns the enchanted land into the land type of your choice) are played on a land. The second enchantment "wins," as its effect is applied second.

Giving a permanent an ability it already has allows use to be made of that ability again.

EXAMPLE. If a creature with rampage 2 is given rampage 3, it then effectively has rampage 5, as both instances of the ability apply; the abilities are additive.

Some abilities, however, state that certain things are true about the permanent, so giving the permanent such an ability twice doesn't accomplish anything.

EXAMPLE: The flying ability states that the creature with the ability can't be blocked by creatures without the ability; stating that again isn't very interesting.

The exception to this rule is that all effects currently in play apply to all permanents currently in play, even if some or all of those permanents came into play after a given effect resolved. For example, if an enchantment says that all creatures lose flying, the enchantment will apply to all creatures regardless of whether they came into play before or after the enchantment appeared.

Playing Spells and Abilities

Playing a spell or ability involves the steps outlined below. Steps 2 through 4 are followed simultaneously; for example, paying a cost doesn't affect what a spell or ability can target.

1. Decide which spell or ability you want to play. If a spell or ability requires paying any costs you can't afford, choosing a target when no legal targets are available, or such, you can't play it.
2. Pay any costs required to play the spell or ability. This is typically limited to the casting cost of a spell or the activation cost of an ability. Some spells and abilities, however, list additional costs in their card text (see "Paying Costs," p. 31). If a cost includes X, you must choose the value of X at this time and pay

the appropriate amount of generic mana.

3. Choose any required targets. All targets must be legal; in other words, they must meet the requirements of the spell's or ability's text. Spells and abilities that are directed at targets describe what they target in a phrase beginning with the word "target," such as "target *creature*" or "target *blue enchantment*." If the spell or ability requires choosing more than one target, you can't choose the same target twice.
4. Make any other choices called for by the spell or ability. A spell might require that you choose a basic land type, for example. All decisions regarding the effects of a spell or ability must be made at the time it's played. The exceptions to this are decisions that depend on the contents of someone's hand or on looking at someone's library.
5. If you complete steps 2 through 4, the spell or ability is considered played (and if a spell, leaves your hand). When it takes effect, it goes either into play or into the graveyard, as appropriate. As soon as an ability is played, its effect is considered separate from the source—but that effect "remembers" everything that's true about its source. Removing or altering the source of an effect won't alter the effect.

Paying Costs

All spells have a casting cost, even if it's {0}. Look in the upper right corner of the card to determine a spell's cost. (Remember, costs described in the spell's text don't count as part of the casting cost.) If this cost includes a {X}, that portion of the cost is variable. When a spell is being cast, the {X} becomes whatever amount of mana that's desirable and affordable to the player casting the spell. When a spell isn't being cast, the {X} is treated as a {0}. When

something "looks up" a card's casting cost, it typically just checks on the total amount of mana in the cost, not which types of mana, if any, are specified.

EXAMPLE: Spell Blast has a casting cost of X ●, where X is the casting cost of the spell's target. Thus, a Spell Blast with an X as 2 could target Terror (1 ●), Disenchant (1 ✱), or Lifeforce (● ●). The Spell Blast doesn't care what type of mana is required by the target spell, so targeting Lifeforce with it costs 2 ●, not ● ● ●.

You must have all the necessary resources available to pay a cost; for example, you tap lands for mana *before* playing a spell, not while you're playing it. Some effects require additional mana to be paid as a one-time fee to play a spell. This fee is immediate and doesn't affect the spell's casting cost. In the same way, effects that say a spell costs less to cast don't change a spell's casting cost but instead pay for some of that cost.

EXAMPLE: Disenchant's casting cost is 1 ✱, so it always costs 2 ● to counter with Spell Blast, even if an effect such as Gloom (which makes white spells cost an additional 3 to cast) makes it more expensive to play. Similarly, if an effect lets you pay less mana to play Disenchant, its casting cost is still 2.

Many abilities also have costs to use. Typically these abilities are written in a "cost: effect" format, where "cost" is the activation cost of the ability. The activation cost usually includes some amount of mana and/or the ⟳ symbol. If you want to use the ability's effect more than once, you'll have to play the ability that many times, paying for the effect once each time.

EXAMPLE: Pestilence reads, "●: Pestilence deals 1 damage to each creature and player." If you pay ● when you use the ability, the

enchantment deals 1 damage to everything. If you want to deal 6 damage to everything, you'll have to play the ability six times, paying ❁ each time.

EXAMPLE: Kukemssa Serpent reads, "♦, Sacrifice an island: Target land an opponent controls is an island until end of turn." If you want to change three of your opponent's lands into islands for the turn, you'll have to play the ability three times, paying ♦ and *sacrificing an island of your own each time.*

Nothing can stop a cost from being paid, and nothing can conserve those resources for you to use later. For example, a sacrificed creature is simply buried, without giving anyone the chance to regenerate it or otherwise prevent it from being put into the graveyard.

More on Targeting

A targeted spell or ability can't be played on an illegal target, which means that you can't play a spell or ability on an illegal target and later adjust the spell or target so that the match is valid. If a spell or ability targets more than one thing, you can't choose the same target for it twice.

EXAMPLE: Bob has Terror and Sleight of Mind in his hand. Terror buries a nonblack, nonartifact creature, and Sleight of Mind changes one color word on a card to another. Bob tries to play Terror on Sue's Sengir Vampire (a black creature) and then to Sleight the Terror to say "red" instead of "black," thus making the Vampire a legal target for the Terror. Sue points out, though, that because Terror specifies nonblack targets, Bob can't play it on the Vampire at all, regardless of the Sleight of Mind.

The target of a spell or effect might disappear or become illegal before the spell or effect resolves. This generally happens when the location of the target changes or the target is given protection before the spell or effect resolves. In this case, the spell or effect fizzles with respect to that target, doing nothing. If a spell or effect has multiple targets, it fizzles or succeeds against each of them separately. If a spell or effect fizzles with respect to all of its targets, any nontargeted portions of the effect are ignored as well.

EXAMPLE: Ashes to Ashes removes two target creatures from the game and deals 5 damage to its caster. Thus, it has two targeted effects (one for each creature removed) and one nontargeted effect (the damage). If someone responds to the spell by giving one of its targets protection from black, it fizzles with respect to that creature but still removes the other target and deals 5 damage to its caster. If it fizzles against both targets, however, the nontargeted portion fails as well, and the caster takes no damage.

Once a spell or effect has been played, the only time it checks to see whether a target is still legal is when it resolves. If a spell or effect resolves successfully, it does its best to apply itself to the target for the stated duration, even if the target becomes illegal at some point. If a target becomes illegal, the effect becomes dormant and waits until the target's legal again. (See "Enchantments," p. 22, for the exception to this rule.)

EXAMPLE: Bob plays Giant Growth (a green spell) on an artifact that's been turned into a creature, giving the creature +3/+3 until end of turn. If Bob gives the creature protection from green later in the turn, that doesn't end the Giant Growth's effect. If the artifact stops being a creature later in the turn, the +3/+3 effect will become dormant, but it will reapply if the artifact becomes a creature again before the end of the turn.

EXAMPLE: Bob attacks Sue with the artifact creature from the above example. During the attack, Sue uses her Ice Floe on it ("As long as Ice Floe remains tapped, [target] creature does not untap during its controller's untap phase"). If the artifact stops being a creature after the Floe's effect has resolved, it'll still be "locked down" by the effect, which doesn't keep checking to see that its target remains a creature.

Certain permanents target something when the permanent itself is played, rather than when its ability is played or otherwise takes effect. Such targets must be chosen when the permanent is played, just like the target for any other spell. Once the target's selected, it can't be changed, even after the permanent is in play.

EXAMPLE: Bob plays Kismet, an enchantment that reads, "All of target player's artifacts, creatures, and lands come into play tapped." Kismet therefore targets a player (normally he would choose Sue) when played and affects permanents played by that person.

Timing

Games have timing systems for two reasons: to dictate when cards can be played, and to mediate when both players want to do something at the same time or both want to see what the other does first. In **Magic**, mediation between players is fairly straightforward, so we'll touch on it first.

Whenever both players have the opportunity to do something and/or are being instructed to do something, the player whose turn it is (the active player) does so first, even if he'd rather wait to see what his opponent's going to do.

Keep this in mind when reading the timing rules on how spells and abilities are played. Whenever the rules talk about both players being able to do something, it's assumed that the active player decides

first whether to do anything. Furthermore, although the active player decides first, he still has to give his opponent the opportunity to do something whenever appropriate. For example, if the active player plays an instant, he can't dictate that the instant resolve immediately; he must let his opponent respond.

Remember, players can always use mana sources if they need mana to pay for something, even if effects aren't normally legal at that time. Mana sources are used prior to playing the spell or ability, not in the process of playing it.

Batches of Effects

The bulk of the timing system is built on the concept of the batch. A batch of effects is composed of a series of effects, which can be spells, the abilities of permanents, or both. Each effect in the batch is played after the effect before it. A batch is never complete until both players are finished adding effects to it. Once a batch is complete, it starts to resolve in reverse order of how the effects were added to it (last in, first out). Each effect resolves fully before the next one starts to resolve. Once a batch has begun resolving, additional effects can't be added, and a new batch can't be started. If any effect in the batch assigns damage to any creatures and/or players, this is handled with a damage-prevention step before the next effect in the batch resolves.

EXAMPLE: Bob plays Incinerate, which deals 3 damage, on Sue's War Mammoth (3/3). Sue responds to the Incinerate with a Giant Growth, which gives the Mammoth +3/+3 until end of turn. Then, surprise! Bob plays a second Incinerate. When this batch begins resolving, it starts with the last effect that occurred, the second Incinerate, which deals 3 damage to the Mammoth. At this point, Sue intervenes with a Healing Salve, which prevents the damage. After that, resolution

moves to the next effect, Giant Growth, which gives the Mammoth a toughness of 6. The last effect, Incinerate, deals 3 damage to the Mammoth, which isn't enough to kill it.

Each phase begins in a neutral state, when both players have the option of beginning a batch of effects. The active player decides first whether to do so; if she decides not to, the phase will end unless the opponent begins a batch of effects. Once the batch has finished resolving, the phase returns to a neutral state. This process is repeated until neither player begins a batch of effects.

Once during the main phase, the active player may play a land before deciding whether to start a batch of effects. If it's the active player's main phase and she hasn't attacked this turn, she may announce her intention to attack rather than announcing the end of the phase; if the opponent doesn't then start a batch, the attack begins. If the active player is in the neutral state during her main phase, and has not attacked, then she may announce intention to attack, rather than intention to end the phase. If the opponent responds by beginning a batch of effects, then the attack is aborted, and the active player can announce an attack again later in the turn. Otherwise, the attack begins. Once the attack is over, the main phase returns to the neutral state.

As explained earlier, whenever both players can or must do something, the active player gets the chance to do so first. This means that whenever there's an opportunity to start a batch, the active player decides first whether to do so. Once an effect is added to a batch, the active player decides first whether to respond with an effect, even if she was the one who added the most recent effect to the batch.

Most batches are composed solely of instants and abilities that are played as instants, as you can play these during most phases of

either player's turn. During your main phase, however, you can start a batch with a sorcery or a spell that becomes a permanent.

Interrupts

Playing a spell or ability isn't just as simple as paying the costs and making any required choices. Doing these things activates the ability or casts the spell, and both players then get the chance to interrupt it. Interrupts are spells and abilities that target a spell or an effect with the intent of modifying or canceling it.

Interrupts played during the casting of a spell or use of an ability are built up into batches and can interrupt any casting, even if effects aren't generally usable at the time. These batches are constructed according to the normal rules for batches of effects, with one exception: the caster of the spell or effect being cast (not necessarily the active player) has priority in starting such a batch and in adding interrupts to it. There can be any number of batches of interrupts during the playing of a spell or effect. Interrupts can target only the spell or effect being cast.

Some interrupts counter the spell or effect being cast. In this event, the spell or effect is canceled and put into the graveyard. Costs paid for the spell or ability aren't recovered, including sacrificed permanents that are now in the graveyard and life that's been paid. A spell or effect that's countered becomes an illegal target for other interrupts, so any interrupts that targeted it and are waiting to resolve will fizzle with respect to that spell or effect. If, after a batch of interrupts has resolved, a spell or effect has been countered, the casting process of that spell or effect ends. Whoever played the countered spell or effect can now play another spell or effect as appropriate.

EXAMPLE. Bob plays a Fireball on Sue, paying enough to defeat her with it. Bob doesn't intend to play any interrupts, but Sue wants to

counter the Fireball, so she begins a batch of interrupts during its casting. She plays Hydroblast, which counters a target spell if it's red (as the Fireball is). Bob responds to Sue's spell by playing Deathlace, which will change the Fireball to black. Sue responds to the Deathlace by playing another Hydroblast.

Neither player wants to play any more interrupts, so the batch starts resolving The second Hydroblast resolves and counters the Fireball. Thus, the next two effects. Deathlace and the other Hydroblast, fizzle when they resolve.

If a spell or ability is played and not countered by the time all interrupts (if any) have resolved, it's considered successfully cast. Any effects that trigger on it being cast are processed (see "Specialized and Triggered Effects," p. 40), and the spell or effect resolves at the appropriate time.

Mana sources can't be interrupted and therefore don't follow this process when used. Instead, they simply add the appropriate mana to your mana pool. Any effects triggered by the mana source's cost being paid, however, will function normally. For example, if using a mana source requires the sacrifice of a creature, any death effects will trigger normally after the mana is added to your pool.

Interrupts that target things other than spells or effects or that target nothing at all are played as if they were instants. This means they can only be added to (or begin) a normal batch of effects and can't be played during the casting of a spell or ability. This will result in certain spells of type "Interrupt" being played differently depending on what they're targeting.

EXAMPLE: Hydroblast is played on a "target permanent or spell." It can target a permanent only if played as an instant and can target a spell only if played as an interrupt.

Specialized and Triggered Effects

Some spells and abilities can be played only in certain situations, and some abilities take effect only when a certain situation occurs. For example, regeneration effects may be used only when a creature is headed for the graveyard. These spells and abilities are collectively referred to as specialized effects, because they're applicable only during specific, or special, situations. (Damage-prevention effects, like Healing Salve, follow slightly different rules and aren't considered specialized effects.) Triggered effects are a subset of specialized effects that occur (trigger) automatically under certain conditions.

EXAMPLE: Death Ward is a specialized effect that regenerates its target. The ability of Aladdin's Lamp (draw X cards and keep one) is a specialized effect that's used when you'd normally draw a card.
EXAMPLE: Underworld Dreams (deals damage whenever its target draws a card) and Iron Star (usable only when a red spell is successfully cast) are triggered effects.

Specialized effects aren't played as part of a batch, although specialized spells will typically be of type "Instant." Instead, a specialized effect waits for a specific scenario to arise. The effect then occurs after the scenario is complete (if triggered) or is played during the scenario (for other specialized effects).

EXAMPLE: If an effect causes the target of Underworld Dreams to draw any cards, the Dreams doesn't deal any damage until the effect has finished resolving. On the other hand, Aladdin's Lamp is used during the resolution of an effect that causes a player to draw cards.

If both players have specialized effects to play, the active player plays all of hers first. The effects are played one at a time, with every

effect resolving before the next is played. As soon as the active player is finished, the other player does the same thing.

A triggered effect happens automatically if there's no cost associated with it, regardless of whether you want it to. If a triggered effect does have a cost, you're not required to use it, but if you choose to use it you must do so following the event that triggered it or not at all. Triggered effects go off whenever an appropriate event happens, even if the source of the effect is no longer in play when it's time to resolve the effect.

Example: Sue's Soul Net allows her to spend 1 to gain 1 life whenever a creature is put into the graveyard from play. Its ability is triggered, so whenever a creature is put into the graveyard from play, Sue must decide whether to pay 1 for 1 life. If she doesn't pay at that point, she can't change her mind and pay later. Bob animates the Soul Net, making it a 1/1 creature, and enchants it with Creature Bond. Bob then deals 1 damage to the Soul Net with his Prodigal Sorcerer. Neither player prevents the damage or regenerates the Soul Net, so it's put into the graveyard. Two effects trigger on the Soul Net being put into the graveyard: Creature Bond's and Soul Net's. Creature Bond's effect takes place automatically, dealing 1 damage to Sue. Sue may also pay 1 to gain 1 life with the Soul Net's ability, even though the Soul Net is already in the graveyard.

Whenever an effect generates both triggered effects and damage prevention, the triggered effects are handled first.

Phase Structure

Whenever a player takes a turn, she goes through six basic phases: untap, upkeep, draw, main, discard, and cleanup. Each phase serves

a special purpose necessary to the continuity and flow of the game. The draw phase, for instance, requires the active player to add a new card to her hand. For more details about how the phases differ, see "The Full Turn Sequence," p. 46.

Fast effects may be played during all the phases except for untap and cleanup. However, every phase goes through the same basic steps:

1. Process all effects that occur at the beginning of the phase.
2. The bulk of the phase, which can have any number of batches.
3. Process all effects that occur at the end of the phase.
4. Check for mana burn (see "Mana and the Mana Pool," p. 8).
5. Check life totals.

Some effects say that they may be used or happen only during a certain phase. These phase effects are played as instants. No player can let a phase end without having dealt with all of his or her mandatory phase effects, though few if any phase effects will apply to someone other than the active player. There's typically a penalty listed on the phase effect's card in case a player can't satisfy the conditions of that effect. Phase effects can be played only once a phase.

Example: The typical phase effect is an upkeep effect such as Unstable Mutation's. This effect puts a -1/-1 counter on the enchanted creature, paid during its controller's upkeep. As long as the enchantment remains in place, the creature's controller puts a counter on it during each of her upkeep phases.

If more than one effect happens at the beginning or end of a phase and the order of these effects matters, they're played in the same way as specialized effects.

There are ways to avoid dealing with a phase effect. First, a phase effect prohibits you from ending a phase only as long as the effect

is in play, so if you remove its source, you can ignore the phase effect. The abilities of artifacts shut off while the artifacts are tapped—one way of avoiding the phase effect of an artifact. Finally, if there's no legal target for the effect, you can end the phase without dealing with it.

EXAMPLE: Erhnam Djinn is a creature with an upkeep effect that requires you to give forestwalk to a target creature your opponent controls. You can avoid this phase effect by (1) taking the Djinn out of play, or (2) eliminating all of your opponent's creatures. The second approach, however, won't work if your opponent produces more creatures before you end your upkeep phase.

Certain permanents have a cost paid during a certain phase. These phase costs are generally optional but carry a penalty for nonpayment. If a permanent has more than one phase cost, they combine into a single cost. If the individual costs would have been paid at different times, the combined cost is considered paid at the last such time. Each phase cost can be paid only once during the phase. Paying a phase cost (or refusing to do so) is played as an instant. Permanents with phase costs can't use optional abilities (such as those with activation costs) until the phase cost effect has resolved, regardless of whether you paid the cost. Unlike phase effects, phase costs always have to be handled, even if the permanent is tapped.

EXAMPLE: Energy Flux gives all artifacts in play a phase cost of 2, to be paid during upkeep. If an artifact's cost isn't paid, that artifact is buried. If two Energy Fluxes are in play, they combine to give each artifact a total cost of 4. If an artifact has an activated ability, it can't be played until the "pay the phase cost or decline to do so" effect has resolved; thus, an artifact that provides mana can't be used to pay for its own upkeep cost.

Damage Prevention

Damage prevention can occur following the resolution of an effect or following a damage-dealing step. All of the damage dealt during a damage-dealing step or during the resolution of an effect is organized into "packets" of damage, with one packet for each creature or player that the creature or effect assigned damage to. Each packet records how much damage was assigned to that creature or player, the color and other characteristics of the source of damage, and so on.

EXAMPLE: Mana Clash is a sorcery that requires two players to start flipping coins and deals 1 damage to a player every time one of his coins comes up tails. This spell will generate, at most, two packets of damage (one for each player), for an amount of damage equal to the number of times that player flipped a coin that came up tails.

During damage prevention, players may use effects that prevent or redirect damage and play effects that are usable only when a creature or player is damaged. Such effects target the packets of damage they prevent, redirect, or otherwise act upon. If all of the damage in a packet is prevented, the packet of damage disappears and is no longer a valid target. Side effects of damage trigger on the corresponding packet successfully dealing its damage, so preventing all of that packet's damage will eliminate the side effect.

As damage prevention begins, effects that automatically reduce damage by or to a certain amount take effect and prevent the new damage as appropriate. Such effects are also applied to any new damage generated during the step. Side effects of damage, and effects that automatically redirect damage, don't apply until the end of damage prevention, and then they apply only to unprevented damage. After damage prevention, any creatures with lethal dam

age are put into the graveyard (although effects such as regeneration may be used normally). If any effects automatically redirected damage or any side effects generated new damage, another damage prevention step begins as this one ends.

EXAMPLE. Bob attacks Sue with two Grizzly Bears, one of which Sue has enchanted with Backfire, which will deal 1 damage to Bob for each 1 damage the enchanted Bears deals to Sue. Sue lets the enchanted Bears through and blocks the other with her Hypnotic Specter. At the end of damage prevention, the enchanted Bears and the Specter have dealt 2 damage to each other, and the second Bears has dealt 2 damage to Sue. The Backfire triggers, dealing 2 damage to Bob, so the damage-prevention step continues. But first the current step ends, so the Specter and the Bears it's blocking are killed. Now there's a step to handle the Backfire damage.

Note that if Bob or Sue wants to regenerate the Specter or the Bears or use effects such as Soul Net, they'll do so before the second step begins.

Effects played during damage prevention are played in batches and follow the normal rules for such. There can be any number of batches during the step. New damage generated during the step is absorbed into the current damage-prevention step rather than starting a new one.

Certain spells and abilities can have one of several effects, only some of which are legal during damage prevention. Such spells and abilities must be played differently depending on whether they're being played during damage prevention.

EXAMPLE. During damage prevention, Healing Salve can be used only to prevent damage; outside of damage prevention, it can be used only to gain life. Although it reads "prevent up to 3 damage," it can't be played outside of damage prevention to prevent 0 damage.

Instants that coincidentally let a player or creature avoid or survive damage aren't legal during this step.

EXAMPLE: Unsummon can't be played during damage prevention. Although it returns the target creature to its owner's hand, causing that creature to avoid any damage, Unsummon doesn't specifically interact with damage and thus isn't legal during this step.

EXAMPLE: Giant Growth, which gives its target +3/+3 until end of turn, can't be played during damage prevention either. Even though its increased toughness might allow the target creature to survive damage it's taken, the spell won't prevent damage and therefore can't be played in this step.

Beginning a Duel

Each player begins the game with a deck of at least forty cards, which compose his or her library. Before play begins, each player shuffles his or her deck and then offers it to the opponent, who may shuffle and/or cut it. Next, one player decides who will play first and who will draw first; whoever takes the first turn of the game skips the draw phase for that turn. If the players have just finished a game, whoever lost that game decides who plays first; if the game was a draw, whoever decided who went first in that game does so again. If this is the first game in a series, determine randomly who decides.

Once the players know who'll be playing first and who'll be drawing first, they draw their initial hands of seven cards each. When both players are ready, play begins. Each player starts with 20 life.

The Full Turn Sequence

Fast effects are legal during every phase unless otherwise noted.

Untap: No fast effects are allowed. As a phase effect, all of your permanents untap simultaneously. Any choices you might be required

to make about what to untap are made at the beginning of the phase.

Upkeep: Most phase costs and phase effects occur during this phase. Additionally, certain permanents may have untap costs that are paid during or at the end of upkeep. Untap costs follow the same rules as phase costs but are optional; that is, there's no penalty for not untapping something. Additionally, untap costs paid "during upkeep" rather than "at end of upkeep" may be paid more than once over the course of upkeep.

Draw: Draw a card as a phase effect. Each effect that instructs you to draw more cards is treated as another phase effect.

EXAMPLE: Howling Mine is an artifact that instructs each player to draw an additional card during his or her draw phase. Each Mine thus gives each player another phase effect of "draw one card." Each of these phase effects is played as an individual "instant."

Main: The active player may play spells and abilities of any kind, including non–fast effects such as artifact spells, enchantment spells, sorcery spells, and summon spells. Additionally, the active player can play one land and make one attack (non–fast effects aren't allowed while a player is attacking). Playing land, attacking, and playing spells can be done in any order.

Discard: At the end of this phase, check to see if you have more than seven cards in your hand. If you do, discard down to seven.

Cleanup: No fast effects are allowed. During this phase, all damage dealt to permanents this turn wears off; at the same time, all effects that last until end of turn wear off. All "at end of turn" effects occur at the end of this phase.

Note that while fast effects aren't allowed, specialized effects or damage prevention may be called for, especially as a result of "at end of turn" effects. If an effect played at this time lasts

"until end of turn," it simply takes effect as it resolves and then ends, as you've already reached the end of the turn. If such effects lead to more "at end of turn" effects, resolve those effects afterwards. Repeat this cycle as necessary.

The Attack

When the active player has the chance to start a batch of effects during the main phase, he may decline to do so and instead announce his intention to attack. *He can attack only his opponent, not himself or any specific creatures.* His opponent may abort the attack by starting a batch of instants or interrupts. If the attack is aborted, the active player may try again later in the main phase.

A player can begin an attack only once during the main phase of his turn, although he can *attempt* to attack more than once if needed. If the active player controls any creatures that are required to attack, he can't end the main phase without having attacked. As soon as the attack is complete, the main phase of the player's turn resumes. During the attack phase, effects are legal only as noted in the steps outlined on pages 49–52. Effects that apply to damage dealt "in combat" apply only to damage assigned by creatures during the damage-dealing steps, not to damage from fast effects used during the attack. Non–fast effects can't be played at all, even though the attack happens during the main phase.

During the main phase, the active player announces the attack. Assuming the opponent doesn't abort the attack by playing effects, the main phase is put on hold to begin the attack. Players check for mana burn (see "Mana and the Mana Pool," p. 8) and check their life totals before the attack actually begins. Once the attack begins, fast effects aren't legal until the second step, so if the opponent wants to play an effect that will affect how attackers are

declared, she must do so by aborting the attack and playing the effect during the main phase.

Creatures involved in combat are either attacking creatures or blocking creatures, so this is the only time when spells or abilities that target such creatures can be played. Some events take a creature out of combat, specifically a change in controllers, regeneration, or ceasing to be a creature. Simply tapping or untapping a creature doesn't remove it from the combat. A creature that's removed from combat is no longer an attacking or blocking creature and won't deal or receive damage later in the combat. Creatures removed from combat don't untap as a result of their removal.

Step by Step

Declare Attackers: The active player can declare one or more creatures as attacking. A creature can attack as long as it's untapped, doesn't have summoning sickness, and isn't a Wall. Attacking with a creature causes it to tap. Having a power of 0 or less doesn't prevent a creature from attacking. Creatures always attack individually unless they're organized into bands (see "Banding," p. 19). If any of your creatures are required to attack, you must declare them as attackers (if possible) either before or at the same time as declaring any other attackers. Otherwise, you may decline to declare any attackers at all, although such a null attack still counts as your one attack for the turn.

Typically, you simply declare all of your attackers and are done. Occasionally, however, you might have to pay a cost to let a creature attack, or it might be desirable for either player to play a specialized effect. Paying such a cost or playing such an effect follows the normal rules for playing specialized effects. At

the end of this step, any effects that triggered during the step are resolved normally.

If you do pay attack costs or play any spells or abilities, break this step down into declaring zero or more attackers, then playing one or more effects, then declaring zero or more attackers, and so on.

Fast Effects before Blocking: There can be any number of batches of effects here.

Declare Blockers: The defending player can assign some, all, or none of her untapped creatures to block a single attacker each. If a creature is assigned to block a member of a band, it's considered to block the other member(s) of the band as well. Once a creature is blocked, it remains blocked for the rest of the combat, even if all its blockers are removed.

The process for choosing defense is much the same as for declaring attackers. Although it's normally done in a single step, it can be broken down into a series of assigning zero or more blockers, playing specialized effects or paying blocking costs, assigning zero or more blockers, and so on. The creatures assigned to a given attacker don't have to be declared all at once.

All creatures *required* to block something must be assigned as blockers, if possible, before any other creatures are assigned (or at the same time as the others). If a creature is required to block more creatures than it's legally allowed to (normally only one), it blocks as many of those creatures as it can. This includes attackers that force creatures to block them as well as creatures that are required to block whenever possible.

Evasion abilities, such as flying and landwalk, restrict the sort of creatures that can block an attacker. For example, a creature with flying can fly over creatures that don't have the same ability. If

a creature has multiple evasion abilities, a would-be blocker has to satisfy all of them before it can be assigned to block the attacker. For example, a creature with flying and islandwalk can't be blocked, even by creatures with flying, if the defending player controls any islands. These abilities apply only at this step; whether an attacker had an evasion ability before this step or gains or loses one later is irrelevant. Thus, it's not possible to cancel a block by giving the attacker an evasion ability later in combat.

Fast Effects after Blocking: There can be any number of batches of effects here. Remember that killing a blocker or otherwise removing it from combat doesn't cause whatever it blocked to become unblocked. Once this step is over, fast effects can't be played before the main phase resumes.

First-Strike Damage Dealing and **Normal Damage Dealing:** The two damage-dealing steps follow virtually the same rules. The only difference is who deals damage during each step: creatures with first strike during the first step, and creatures without first strike during the second.

All damage assigned during a step is considered to be dealt simultaneously, but if the order of assigning damage is important, the active player makes all such choices first.

Attacking creatures that aren't blocked deal their damage to the defending player. Attacking creatures that are blocked assign their damage to their blockers, if there are any left. If all of a creature's blockers have disappeared, it doesn't deal damage at all (unless the creature has trample).

Untapped blocking creatures deal their damage to whatever they're blocking. A blocker that became tapped before its damage dealing step (to pay for an ability, for example) doesn't deal its damage.

If damage is being assigned to a group of creatures, the player assigning the damage decides how to distribute the damage among the group. The damage may be piled on one creature, distributed among all the creatures, or anything in between. A creature that can't receive damage can't have any damage assigned to it at all.

If any damage is assigned during one of these steps, the step is followed by damage prevention and then by putting creatures with lethal damage into the graveyard.

End of Combat: Process all effects that occur at the end of combat and then check for mana burn. Next, check the players' life totals, just as if a phase were ending. Then resume the main phase.

This Is Your Life

You begin the game with 20 life. As the game progresses, your life total goes up and down, slowly at times and quickly at others. If you drop to 0 or less life for any reason, you're treated as being at 0 life for all purposes except climbing back up to 1 life. If your life total is 0 or less at the end of any phase or at the start or end of an attack, you lose the game. If your opponent is also at less than 1 life, the game is a draw. There's no limit to the amount of life you can have, but you can't spend more life than you currently have on effects that have life as a cost.

EXAMPLE. Sue, tired of being the victim in these examples, blasts Bob with a 10-damage Fireball when he's at 5 life. Bob doesn't prevent any of the damage, so he drops to -5 life. If he doesn't get to more than 0 life before his life total is checked (assuming Sue has more than 0 life), he loses. However, he has to gain 6 life just to get back to 1 so that he can stay in the game.

If you're instructed to lose some amount of life, simply deduct that amount from your life total; you can go to a negative life total in this way. It's not possible to prevent or redirect any loss of life that results from effects that flatly reduce your life total, because that's not considered damage. If an effect says to lose some fraction of your life and you're already at negative life, your life total doesn't change.

Other Ways to Lose

In addition to losing because she runs out of life, a player loses if she has to draw a card from her library but can't because it has no cards. Also, certain cards will create a new losing condition for one or both players.

If a player loses by means other than running out of life, she doesn't survive until the end of the phase; she loses immediately. If both players lose during the resolution of a single effect, the duel is a draw.

EXAMPLE: An effect instructs Bob and Sue to draw three cards each, but Bob has only one card left in his library and Sue has only two in hers. Since they both lose because they can't draw enough cards, the game is a draw.

A player can concede the game at any time, in which case he or she loses immediately. Nothing can be done in response to this action; the game is simply over.

Drawing and Discarding

When you're instructed to draw a card, put the top card of your library into your hand. Effects that trigger when a card is drawn or that modify how cards are drawn apply only when you're told specifically to draw a card. If the effect simply moves cards around and happens to

move a card from your library into your hand, that isn't considered drawing a card.

When you're instructed to discard a card, put a card from your hand onto the top of your graveyard. If an effect tells you to discard but doesn't say how to pick the card, assume you get to choose which card you discard. As with drawing cards, effects that move cards from your hand to your graveyard are considered discard effects only if they say so.

If a player is required to draw or discard more than one card during a single effect, the cards are drawn or discarded one by one, not all together. Thus, an effect that modifies the drawing or discarding of a card applies to each one in turn and is handled before drawing or discarding the next one.

EXAMPLE: Bob plays Hymn to Tourach on Sue, which forces her to discard two cards at random. Sue has a Library of Leng in play, which allows her to discard to her library instead of her graveyard. When the Hymn resolves, Bob randomly chooses one card from Sue's hand and she discards it to either her graveyard or her library. He then randomly chooses another card in her hand, which is discarded to her library or graveyard. If the card is put into Sue's graveyard, Bob gets to see it; if it goes into her library, he doesn't.

House Rules

If you don't like one of the rules of the game, or if you find yourself in a situation that the rules don't seem to cover, you're welcome to come up with a "house rule." Obviously, there are a variety of commonly used house rules, such as the ones listed here.

"Land Mulligan": If you get no land or all land in your initial seven-card draw, you can reshuffle and draw again.

Deck Construction: Each deck must have at least sixty cards, with no more than of four of any individual card other than basic lands.

Always make sure that you and your opponent agree on the house rules before beginning a duel.

Section III: Exploring the Rules

Ante

Ante is an optional rule. If you and your opponent agree to play for ante before a game, the duel is played for ownership of a card, not just to see who wins. After you've cut each others' decks, set aside the top card of each deck; whoever wins the game will win both cards. You should decide before setting aside the cards whether the ante will be face up or face down for that duel.

Any card that refers to a player's ante refers to all of the cards that player has in his ante at the moment.

Expansion Symbols

Expansion sets are add-on products that introduce cards to be combined with those in the basic set. Some expansions are stand-alone sets, meaning that they can be played by themselves as well as in combination with the basic set.

Every expansion set has its own symbol, printed to the right of the card type on the cards. The expansion symbol for *Mirage*, for example, is . Effects that look for cards from a particular expansion use that set's symbol as an identifier; otherwise, these symbols have no effect on play.

Legendary Cards

Certain cards are considered legends. This includes mostly creatures whose card type is "Summon Legend," but it can also

include token creatures and such. Only one legend with a given name can be in play at a time. If a copy appears while the first is still in play, the second is buried immediately, leaving the original unaffected. Artifacts, enchantments, and lands can also be legends, although they're referred to as "Legendary Lands" and so forth.

EXAMPLE: Bob has a legend in play called General Jarkeld. Sue has two legends in her hand, General Jarkeld and Skeleton Ship. If she plays her General Jarkeld, it's put into the graveyard because there's already one in play. She can play her Skeleton Ship without any problems, though, as there isn't already one in play.

If a legend in play is changed into something else and is later returned to its previous state, it's treated as if it's just entered play. This means that it's considered the "new" legend if there's a conflict.

More on Enchantments

Certain effects move a local enchantment from one permanent to another. In these cases, the enchantment is considered to have been played "from scratch." Previous changes made to it are wiped out, previous choices made when playing it are made again, and so on. Other permanents and effects, however, interact with the enchantment as if it were just moved, not as if it were cast again. Effects that trigger on the casting of a spell, for example, won't trigger on the enchantment being moved. In particular, because the enchantment is just a permanent, it can be moved onto permanents that can't be the targets of spells or effects (unless, of course, they specifically prohibit enchantments from targeting them).

EXAMPLE: Bob's Prismatic Ward (all damage dealt to enchanted creature by sources of the color of your choice is reduced to 0) is moved from one creature to another. Any permanent changes to the enchantment (such as a color change) are erased, and Bob chooses which color of damage will now be reduced to 0. (Of course, he can keep his choice the same as before if he wants to.) However, his Ivory Cup ("1: Gain 1 life for a successfully cast white spell.") can't be used, any enchantments on his Prismatic Ward remain in place, and so on. Also, he can move the Ward onto a Deadly Insect, even though the Insect can't be the target of spells or effects.

Enchant worlds are global enchantments, and only one can be in play at any given time. If an enchant world enters play, any other enchant world already in play is buried, regardless of whether the two share the same name. If more than one enchant world enters play at the same time, all of them are buried.

More on Banding

If enough creatures in an attacking band lose their banding ability and the band becomes illegal, the attacker is forced to split up the band and regroup the creatures into legal bands and/or individual attackers. (Legal attacking bands may include only one creature without banding.) If the band is broken up after it's been blocked, blocking relations aren't changed.

Some effects give creatures the ability to block more than one attacker at a time. If this is the case and a creature blocks a band as well as single attackers, the defending player divides the total damage dealt among the band and the other attackers. If any of the damage is assigned to the band, the attacking player decides how the damage is distributed among the creatures in the band.

Changing Land Types

If a land is changed from one type to another, it adopts the name, card type, and text box of the new land. Other characteristics of the land remain intact; for example, if it had been given a color, that wouldn't be changed by the fact that the land type changed.

Skipping Phases and Turns

Whenever you're about to begin a phase or a turn, check to see if any effects require you to skip that phase or turn. If so, go on to the next phase or the next scheduled turn, as appropriate.

Certain effects require you to skip a phase to use them; in this case, skipping a phase is considered a cost. You can skip a phase to pay a cost only during your turn and only before you start that phase. Each of your phases can be skipped only once each turn. You can skip a phase ahead of time, even if there's a card in play that would make you skip that phase automatically when you got to it.

Repeat Targeting

If a spell or ability has you choose targets at different times, (such as once when you play it and once when it resolves), you can target something repeatedly. The rule for repeat targeting is that you can target something more than once over time, but not at any given time.

Zones of Play

In **Magic**, each person has a playing area composed of several zones: the graveyard, the library, and so on. There can be cards in any or all of these zones at any given time. If a card leaves one zone for another, it loses all memory of what happened to it in its old zone, and any effects expecting it to be in its old zone lose track of it. A

typical example of a move to a new zone is when a card leaves play for its owner's graveyard or hand. Any changes made to that card while in play are erased, and any continuous effects that had targeted or otherwise applied to the card would "snap," or not be in effect if the card reentered play.

EXAMPLE: Bob has a War Mammoth and a Taunos's Weaponry in play. The Weaponry can be tapped (with a payment of 2) to give a target creature +1/+1 as long as the Weaponry remains tapped and in play. Bob decides to use his Weaponry on his Mammoth, making it 4/4, and then attacks with it. Sue plays Unsummon on the Mammoth, returning it to Bob's hand. The effect of the Weaponry ends, and the War Mammoth forgets that it was ever 4/4. Even if Bob casts the Mammoth again later in the turn, it's a "different" Mammoth, and the Weaponry won't give it +1/+1.

The zones of play are as follows.

Hand: The cards that you hold. Your opponent knows how many cards you have, but not what they are.

Territory: The area containing all of your permanents that are "in play." Information about your territory is public. Tokens can exist only in someone's territory (see "Tokens," p. 23).

Graveyard: Your discard pile. Information about your graveyard is public. Your graveyard has a top-to-bottom order, and cards entering it are always put on top. If more than one card enters your graveyard at the same time, you decide the order they go in.

Library: Your draw pile. All information about your library, other than the number and order of the cards within it, is hidden. Players can't look at the cards left in any library. If a spell or effect does something to or with more cards than

are in a library, it affects only the cards that are left.

Out of Game: The destination of cards removed from the game. When the game is over, these cards are put back into the deck they came from. Players can examine cards that have been removed from the game.

Out of Play: The destination of cards that have been temporarily removed from play but that are expected to be brought back by whatever effect or permanent removed them (rather than being removed from the game entirely). Players can examine a card that's out of play only if they could've examined it while it was in play.

Limbo: The zone entered by spells when they're played and leave your hand. The spells are no longer in your hand, but they aren't anywhere else, either. If the spell is countered, it's put into the graveyard. If the spell resolves, it either goes into play or into the graveyard, depending on whether it becomes a permanent. If a targeted spell that becomes a permanent fizzles when it resolves, it's put into the graveyard rather than into play.

Set Aside: The destination of cards whose effects instruct you to set aside one or more cards, with additional instructions on what to do with those cards. The cards may be put on or under the source of the effect, set face up in front of you, and so on, depending on what the effect says. Setting a card aside doesn't change who gets to see what it is; setting aside a card from your library, for example, doesn't let either player look at the card. Although such cards are often placed on or under a card in play, the cards themselves are not considered to be in play.

Ante: The zone holding the card(s) you have up for ante, if you and your opponent are playing for ante. Normally, either player can examine the cards in either ante, although ante games are occasionally played with the ante hidden.

Each player has his or her own version of each zone. When a card is sent to a zone other than someone's territory, it goes to its owner's zone. For example, your opponent's creatures can never be in your hand.

If an effect triggers on a permanent leaving play, the effect resolves once the permanent has reached its destination. This principle extends to any card leaving any zone of play.

Modifying Mana Production

The type of mana produced by a mana source is determined *after* applying all effects that might modify either what the source is or what type of mana is produced by such a source. Effects that cause the mana source to produce additional mana cause it to produce mana of that type.

EXAMPLE: Sue plays some snow-covered mountains and then plays Winter's Night, which causes each snow-covered land to produce "one additional mana of the same type" when tapped for mana. Bob then plays Conversion, changing Sue's mountains into plains. Thereafter, when Sue taps one of her "plains" for mana, it produces ✱✱, *not* ◕✱.

Cumulative Upkeep

Cumulative upkeep is an upkeep cost that grows over time. This type of upkeep is always written as "Cumulative upkeep <cost>." Rather than requiring the same payment each turn, as a normal upkeep cost does, this cost increases by its base value each time it's paid. If you decline to pay the cumulative upkeep cost, the permanent is buried.

EXAMPLE: Glacial Chasm is a land with "Cumulative upkeep—2 life". The first time you pay the Chasm's upkeep cost, you pay 2 life. On the next turn, you pay 4 life instead. On the third turn, you have to

pay a total of 6 life, and so on. If you don't pay the upkeep cost, you must bury the land.

Cumulative upkeep continues to increase as long as its cost is paid during the permanent's controller's upkeep phase. Thus, if you gain control of a permanent with cumulative upkeep, the cost continues to grow, rather than being "reset" to its base value. However, if the permanent is changed into a form without the cumulative upkeep cost, thus preventing the cost from being paid during its upkeep phase, the upkeep cost is reset as soon as the card reverts to its original state.

EXAMPLE: Bob plays a Glacial Chasm and leaves it in play for a few turns, until he must pay 8 life during his next upkeep phase or bury the Chasm. Sue enchants the land with Evil Presence, which turns it into a swamp, thereby suppressing its cumulative upkeep. If the land remains a swamp for at least one full upkeep phase, its upkeep cost won't be paid during that phase, and its cumulative upkeep will be reset to 2 life if the land becomes a Glacial Chasm again.

Snow-Covered Lands

Snow-covered is a characteristic of some lands, just like land type, color, and so on. Changing a land from one type to another doesn't change whether or not it's snow-covered. Also, being snow-covered doesn't change whether a land is a basic land.

Section IV: Game Support

Getting Help

If you have any questions or concerns about **Magic**, we're here to help you. For answers to quick rules questions, call (206) 624-0933 during normal business hours (PST) and ask to speak to a customer service rep. If you don't want to pay the long-distance charges, feel free to write us at Wizards of the Coast, P.O. Box 707, Renton, WA 98057-0707, attn: Magic Customer Service.

We also provide electronic customer support, including mailing lists and reps on many online services as well as rules support. Email us at `questions@wizards.com` with rules questions or requests for information. For general comments, including any regarding damaged product, email us at `custserv@wizards.com`. And don't miss our World Wide Web page at `http://www.wizards.com`!

If you're in the United Kingdom, you can call our UK office regarding questions or rules clarification at 0345-125599 or email us at `uk@wizards.com`. You can also send postal mail to Wizards of the Coast UK Ltd., P.O. Box 1562, Glasgow, G2 8BW, SCOTLAND, attn: Magic Customer Service.

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Rulings

Because **Magic** is based on the interactions of specific card wordings, sometimes it's unclear what should happen when certain cards interact. In those cases, we provide rulings and rules clarifications for you. These are published periodically on the Internet wherever we have a Netrep, such as on the `rec.games.trading-cards.magic-rules` newsgroup or the mailing list at `mtg-l@oracle.wizards.com`. The latest rulings are also published in each issue of *The Duelist* magazine.

Read All about It

To find out more about **Magic**, check out *The Duelist,* Wizards of the Coast's official trading card game magazine. This full-color magazine offers answers to rules questions, deck-building advice, and strategy tips from the experts. It also provides an inside look at the latest releases, featuring set previews as well as interviews with the designers, artists, and players shaping the industry. *The Duelist* is the definitive **Magic** reference for beginners and experts alike. Ask for it wherever you buy **Magic**! For more information, write Wizards of the Coast, P.O. Box 707, Renton, WA, 98057-0707, attn: The Duelist or call (206) 226-6500 and ask for *The Duelist.* To subscribe or renew only, call 1-800-395-7760.

Playing Nicely with Others

Many retailers sponsor in-house tournaments and/or leagues, in which you can meet and compete with other **Magic** players. Some even have space in their stores set aside for general gaming. Additionally, some organizations and schools have game clubs—another great place to practice your **Magic** skills and meet other players!

For serious players, we've formed Duelists' Convocation International, our official tournament organization. Membership allows you the opportunity to earn an official rating through sanctioned tournaments. For more information, write Wizards of the Coast, P.O. Box 707, Renton, WA 98057-0707, attn: DCI or call Duelists' Convocation International at (206) 204-8032.

Glossary

Note that these are general definitions. Certain exceptions in the rules and the cards may apply in specific situations. Cross-references to terms also in this glossary appear in *italics*.

abilities. Many *permanents* have abilities, which generally are played as *instants* and count as *fast effects*. *See also* **continuous abilities**; **banding**; **first strike**; **flanking**; **flying**; **landwalk**; **phasing**; **protection**; **rampage**; **regeneration**; **trample**.

activation cost. The price to play an *ability*. Abilities with an activation cost are written as "activation cost: ability." *See also* **casting cost**.

active player. The player whose turn it is. If an *effect* instructs both players to do something, the active player goes first.

ante. Play for *ownership* of a card.

artifact. A type of *permanent*. Artifacts are normally *colorless*.

artifact creature. A *permanent* that counts as both an *artifact* and a *creature*. An artifact creature is affected by *spells* and *abilities* that affect artifacts as well as those that affect creatures.

assigned to block. Declared a blocker to an *attacking creature*.

attack. Once during your turn, you can attack your opponent with some, all, or none of your *creatures*. *See also* **null attack**.

attacking creature. A *creature* that's been declared as an attacker. A creature is an attacking creature only during the *attack* portion of the *main phase*. *Contrast* **blocking creature**.

banding. An *ability* that allows your *creatures* to *attack* in groups. It also lets you decide how to distribute *combat damage*.

basic land. A *permanent* whose *ability* is to produce *mana*. There are five types of basic land: plains, islands, swamps, mountains, and forests. *Contrast* **special land**.

batch. A series of *effects*, which can be *spells*, the *abilities* of *permanents*, or both. A batch of effects is *resolved* in last-in, first-out order.

block. To "get in the way of" an *attacking creature* with some, none, or all of your *creatures*. If blocked, an attacking creature deals *damage* to its blockers, not to the defending player. *Contrast* **attack**.

blocking creature. A *creature* that's *blocking* an *attacking creature*. A creature is only a blocking creature during the *attack* portion of the *main phase*. *Contrast* **attacking creature**.

bury. To put a *permanent* into the *graveyard*. This can't be prevented in any way. *Contrast* **destroy**.

card type. The identification of a card's category. The card type is printed just below the artwork.

cast. To play a *spell*, paying all its *costs* and making all required decisions. *See also* **successfully cast**.

casting cost. The amount and type of *mana* required to play a *spell*. All spells have a casting cost in the upper right corner of the card.

cleanup. The last *phase* of the turn.

color. There are five colors of **Magic**: white, blue, black, red, and green. A card's background acts as a reminder of its color. *See also* **colorless**; **multicolored**.

colorless. Not connected to one of the five *colors* of *mana*. *Lands* and *artifacts* are normally colorless.

combat. The part of the *main phase* that begins when both an *attack* and its defense are announced.

combat damage. *Damage* dealt by *creatures* as a result of *attacking* or *blocking*. *Contrast* **direct damage**.

continuous abilities. *Abilities* that take effect as soon as the *permanent* enters play and that end only when the permanent leaves play.

controller. The player who currently possesses a card; usually (but not always) the card's *owner*.

cost. The price to play or maintain a *spell* or *ability*. *See also* **activation cost**; **casting cost**; **phase cost**; **untap cost**.

counter. To use an *interrupt* to cancel a *spell* being *cast* and put it into the *graveyard*.

counters. Markers used to note long-term changes to a *permanent* or for "bookkeeping purposes." *Contrast* **token**.

creature. The troops with which you *attack* your opponent. Creature cards are easily identifiable because they have *power* and *toughness* numbers in the bottom right corner. *See also* **walls**.

damage. Successful damage to a *creature* that equals or exceeds its *toughness* kills it. Successful damage to a player reduces her *life total*.

damage prevention. A step that occurs whenever *damage* is dealt, in which players can prevent or redirect damage. Effects that prevent damage simply remove it; effects that redirect damage move it from one *target* to another.

destroy. To put a *permanent* into the *graveyard*. Some *effects* can prevent this. *Contrast* **bury**.

direct damage. *Damage* dealt without *combat*. *Contrast* **combat damage**.

discard. (1) To put a card from your *hand* onto the top of your *graveyard*. (2) A *phase* of the turn, at the end of which you must reduce your hand to seven cards.

draw. (1) To put the top card of your *library* into your hand. (2) A *phase* of the turn, in which you draw a card. (3) A tie, in which neither player wins or loses the game.

duel. A complete game of **Magic: The Gathering**.

effect. The impact on play of a *spell* or *ability*.

enchant world. A unique *global enchantment*. Only one enchant world can be in play at any given time. *See also* **legend**.

enchantments. *Permanents* that affect play. *See also* **global enchantment**; **local enchantment**.

evasion abilities. Abilities that make *attacking creatures unblockable*. *See also* **flying**; **landwalk**.

fast effect. An *instant*, *interrupt*, *mana source*, or noncontinuous *ability*. Fast effects may be played during either player's turn and during most *phases*.

first strike. An *ability* allowing *creatures* to deal their *combat damage* before the regular damage-dealing step.

fizzle. A *spell* or *effect* doing nothing to a *target* because the target disappeared or became illegal by the time the spell or effect *resolved*.

flanking. An *ability* that decreases the *power* and *toughness* of *creatures* without flanking that are *assigned to block* creatures with flanking.

flying. An *ability* that makes *creatures unblockable* except by other creatures with flying.

generic mana. Generic mana *costs* (such as *1*) can be paid with

mana of any *color* or with *colorless* mana.

global enchantment. A enchantment that has a *continuous effect* on the game or that grants certain *abilities*. *Contrast* **local enchantment**.

graveyard. The pile into which you *discard*. *See also* **library**.

hand. The cards you hold.

instant. *A fast effect* that's put into the *graveyard* when it takes effect.

interrupt. A *fast effect* that can *counter* or *modify* other *spells* or *abilities* being played. Interrupts are put into the *graveyard* when they take effect.

land. A *colorless permanent* that typically produces *mana*. *See also* **basic land**; **special land**.

landhome. A group of *abilities* (swamphome, mountainhome, etc.) that prevent the *creature* with the ability from being declared an *attacker* if the defending player controls no *lands* of the appropriate type. Additionally, creatures with landhome are *buried* if their *controller* doesn't control any lands of the appropriate type.

landwalk. A group of *abilities* (swampwalk, mountainwalk, etc.) that make an *attacking creature unblockable* if the defending player controls any *lands* of the appropriate type.

legends. Unique *artifacts, creatures, lands,* and so on. Only one copy of a particular legend can be in play at a time. *See also* **enchant world**.

lethal damage. If the *damage* accumulated by a *creature* during a turn is equal to or greater than its *toughness*, it suffers lethal damage and is *destroyed*.

library. The pile from which you *draw*. *See also* **graveyard**.

life total. Your "score." You begin the game with 20 life. If you have less than 1 life at the end of a *phase* or at the beginning or

end of *combat*, you lose the game.

local enchantment. An *enchantment* that can be played only on other *permanents* and that affects only the permanent on which it's played. *Contrast* **global enchantment**.

main phase. The principal *phase* of the turn. During your main phase, you can play a *land*, play any type of *spell* or *ability*, and *attack* using any or all of your *creatures*.

mana. The energy used to power *spells*. Mana is typically produced by *lands*.

mana burn. Any leftover *mana* in a player's *mana pool* at the end of a *phase* or at the beginning or end of combat is lost, and the player's *life total* drops by that amount.

mana pool. *Mana* you draw from your *mana sources* is put into your mana pool. You take mana out of this pool to pay for a *spell* or *ability*.

mana source. Typically, a *land* that produces *mana*; also includes any mana source *spell* and any *ability* that's played as a mana source. Nothing can *interrupt* drawing mana from a mana source.

mana symbol. A symbol corresponding to one of the five *colors* of **Magic**: ✸ (white), ♦ (blue), ☠ (black), ❦ (red), and ❦ (green). *See also* **generic mana**.

multicolored. Related to more than one *color* of *mana*. Multicolored cards are considered to be of each color in their *casting cost*.

neutral state. A condition of each *phase*, when both players have the option of beginning a *batch* of *effects*.

null attack. An *attack* with no *creatures*. A null attack counts as the player's one attack for that turn.

owner. The player who started the game with that card. *See also* **controller**.

permanents. *Artifacts, creatures, enchantments,* and *lands.* Once played, permanents remain in the game until something removes them.

phase. One of the six parts of the turn. *See also* **untap**; **upkeep**; **draw**; **main**; **discard**; **cleanup**.

phase cost. A *cost* on some *permanents* that's paid during a specific *phase*. You must pay a permanent's phase cost before you can play its *ability* or *attack* with it.

phase effect. An *effect* that happens or can be used only during a specific *phase*. Phase effects are played as *instants*.

phase in. For a *permanent* that has *phased out,* to return to play at the start of its *controller's* next *untap phase*.

phase out. For a *permanent,* to temporarily leave play at the start of a turn because of its *phasing ability*.

phasing. An *ability* that causes a *permanent* to *phase in* or *phase out* at the start of each turn.

power. The amount of *damage* a *creature* deals in *combat*. *Contrast* **toughness**.

protection. An *ability* that makes a *creature* largely immune to *spells*, *effects,* and *permanents* with a given characteristic (typically a *color*).

rampage. An *ability* that makes a *creature* bigger as more creatures are *assigned to block* it.

redirect damage. *See* **damage prevention**.

regeneration. A *creature* that's been *destroyed* or that's suffered *lethal damage* can be kept in play with regeneration. Regenerating a creature *taps* it.

resolve. To take effect. *Spells, abilities,* and *batches* all resolve.

sacrifice. To *bury* a *permanent* in its *owner's graveyard*. Sacrifice is typically a *cost* of playing a *spell* or *ability*.

sorcery. A *spell* that you can *cast* only on your own turn and not during *combat*. Sorceries take effect once and then are put into the *graveyard*.

source. The origin of something, typically *damage*, *effects*, or *mana*.

special land. A *land* with a name other than "plains," "island," "swamp," "mountain," or "forest." Special lands have *abilities* as described on them.

specialized effect. A *spell* or *ability* that can be played only in certain situations. *See also* **triggered effect**.

spell. Any card in the process of being played that's not a *land*.

successfully cast. Played and not *countered*. *See also* **cast**.

summoning sickness. The inability of a *creature* to be *tapped* to *attack* or pay for an *ability* unless you've had *control* of it from the beginning of your turn. Summoning sickness affects all creatures, including *artifact creatures*.

summon spell. A *spell* that brings a *creature* into play on your side. A summon spell can only be cast on your own turn and not during *combat*.

tap. To turn a card sideways. A tapped card has been "used up" and typically can't be used for any purpose until it becomes *untapped*. The symbol for "tap" is ⟳. *Contrast* **untap**.

target. To direct a *spell* or *ability* at specific things.

territory. The area containing all of your *permanents*.

text box. The box on each card containing that card's rules and flavor text.

token. A marker representing a *creature*, an *artifact*, or such. A token's characteristics are defined by the *effect* that create it. *Contrast* **counters**.

toughness. The amount of *damage* needed to *destroy* a *creature*

in one turn. *Contrast* **power**.

trample. If a *creature* with trample deals more *combat damage* to a creature *blocking* it than is needed to kill the blocker, the excess damage is dealt to the defending player.

triggered effect. A *specialized effect* that occurs automatically, but only under certain conditions.

unblockable. An unblockable *creature* can't have any other creatures *assigned to block it*.

unblocked creature. An *attacking creature* that's not being *blocked*. A *creature* is only an unblocked creature during the *attack* portion of the *main phase* after blockers have been *assigned*.

untap. (1) To turn your cards upright again. (2) The first *phase* of the turn. All of your *permanents* untap during your untap phase and so become available for use again. *Contrast* **tap**.

untap costs. The *costs* sometimes associated with *untapping* certain *permanents* during or at the end of *upkeep*.

upkeep. A *phase* of the turn. The effects of some *permanents* apply every turn during upkeep.

walls. A class of *creatures* that can't *attack*.

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